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FOSTER ON HEARTS

*A Description of the Game, with
Suggestions for Good Play
and a Code of Laws*

short BY *re search*
R. F. FOSTER

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CONTENTS.

	PAGE
DESCRIPTION OF THE GAME, ...	1
THEORY OF HEARTS, ...	4
SWEEPSTAKE HEARTS, ...	6
SUGGESTIONS FOR GOOD PLAY, ...	8
LEADING HEARTS ORIGINALLY, ...	10
LEADING PLAIN SUITS ORIGINALLY, ...	14
PLAIN-SUIT LEADS, ...	18
FOLLOWING SUIT, ...	23
CONTROL OF THE LEAD, ...	27
THE DISCARD, ...	31
HOWELL'S SETTLING, ...	33
TABLE FOR HOWELL'S SETTLING, ...	36
THREE-HANDED HEARTS, ...	39
SINGLE-HANDED HEARTS, ...	41
AUCTION HEARTS, ...	47
SPOT HEARTS, ...	52
DRIVE HEARTS, ...	54
PROGRESSIVE HEARTS, ...	57
JOKER HEARTS, ...	60
LAWS OF HEARTS, ...	62
EXAMPLE HANDS, ...	69

PREFACE.

THE constantly increasing popularity of the game of Hearts has led the author to believe that a brief description of its various forms, with suggestions for good play, would be acceptable not only to those who desire to learn the game, but to those already familiar with it.

The author confesses his inability to obtain any authentic information as to the origin of Hearts, and would be greatly obliged for any facts in that connection which can be properly substantiated.

An attempt has been made to formulate a code of laws, which is not given as authoritative nor final; but is submitted for the consideration and criticism of Heart players generally.

R. F. FOSTER.

INTRODUCTION.

HEARTS may be described as the happy medium of card games. It is not so intricate as Solo, nor so simple as Cinch, not so deep as Scat, nor so shallow as Cassino. It has not quite such close friendships as Whist, nor such deadly enmities as Poker. It is not so long-winded as Bezique, nor so quick as Boston. It does not require so much intelligence as Piquet, nor so little as Old Maid. Betting is not so essential as at Vingt-et-un, nor so unnecessary as at Authors; and while it is not so lively a game as Three-Card Monte, neither is it so deadly as Baccarat.

Hearts has many good points, some of which must recommend it to every good card-player. It is easily learned and easily played. A game can be commenced with two persons or with six, and it is finished any time the players have had enough of it. While each is supposed to play for himself against

all the others, little friendships creep in occasionally, especially when two players, who have been "loaded," silently and lovingly help each other to "load" the other two, in order to make it a "Jack." It is a pleasant relief from the incessant wrangling of modern Whist, and affords excitement enough for the moderate gambler, who would be out of his depth in Boston. The mental employment and amusement it affords is sufficient for the most intelligent, and not too much for the most simple-minded card-player. Not the least of its attractions is its adaptability to the fair sex.

In Hearts the elements of luck and skill are so nicely balanced that no man can call himself a sure winner, nor dare he pick anyone for a certain loser; for there is probably no game of cards in which players of all grades meet upon so equal a footing as in Hearts.

FOSTER ON HEARTS.

DESCRIPTION OF THE GAME.

HEARTS is played with a full pack of fifty-two cards, which rank as at Whist, Ace being highest, then K Q J 10 9 8 7 6 5 4 3 2. In cutting, Ace is low. It is usual to play with two packs, one being shuffled while the other is dealt. There is no trump suit.

From two to six persons can play, but four is the most usual number, each playing for himself against all the others. The method of settling should be agreed upon before play begins.

When three persons play, the deuce of Spades is thrown out of the pack; when five play, both the black deuces are laid aside; and when six play, all four deuces are discarded.

The deal is determined by drawing cards from an outspread pack. The player drawing

the lowest card deals, and has the choice of seats and cards. Players cutting cards of equal value, if they are the lowest, must cut again.

The cards, after being cut, are dealt to the players one at a time until each has thirteen, or the pack is exhausted. No trump card is turned, and should a card be faced in the pack or a misdeal occur, the dealer must deal again.

The cards dealt, the player to the left of the dealer begins by leading any card he pleases, to which the others must follow suit if they can, and the highest card played, of the suit led, wins the trick. The object of each player is to avoid getting any Hearts in the tricks he takes. If he has none of the suit led he can either discard a Heart, or get rid of any other card he pleases. The penalty for a revoke is very severe [see Laws]. The winner of the trick takes it in, and leads for the next one, and so on until all the cards have been played.

After all the tricks have been played, each player counts the number of Hearts he has taken in, and announces it. Players should be careful not to gather the cards until all the thirteen Hearts have been accounted for. Each player then pays for the Hearts he has

taken in, according to the system of settling agreed upon before the play began. The deal then passes to the left, and another hand is played and settled for. The game is at an end any time the players wish to stop, after a hand has been settled for.

There are several methods of settling at Hearts, each of which can best be described in connection with the variety of the game to which it belongs.

THEORY OF HEARTS.

One of the chief elements of success in any game is that the player should have a clear understanding of the end in view. Many card-players mistake the means for the end. In Poker the end in view is the money on the table. The player's object is not, as many persons imagine, to hold the best hands, nor to make the best draws, but simply and only to win the most pots, and to coax the adversaries to lose as much money as possible on their hands. This may sometimes be done by strong betting on weak hands, or by weak betting on strong hands. In Whist, the end in view is tricks; not, as many imagine, the counting of the hands, nor the placing of the cards, but a combination of the resources of long and short suits, of finesse and tenace, of candor and deception, continually adjusted to varying circumstances so as to result in the adversaries' losing tricks. In Cribbage, the object is to peg; sometimes by the count in

the hand, sometimes in the crib, sometimes in the play. The man who tries to spoil his adversary's crib when he has only five to go will never be a cribbage-player.

So in Hearts; the player must keep constantly before him the end in view, and must vary his game in accordance with it. In some varieties of the game the object is to take no Hearts; in others it is to take less than four; in others it is to take less than your adversaries. Again, it may become the object to see that all the others take Hearts; or that a given player takes at least one; or that no one but yourself takes any.

It must be obvious that in order to attain to these various objects, different styles of play must be adopted, and that the player must have a clear conception of the particular object in view in order to play intelligently.

In order to simplify this, I propose to take up each variety of the game in turn, pointing out its peculiarities, and the tactics best adapted to its varying circumstances.

Let us begin with the most common form of game.

SWEEPSTAKE HEARTS.

This is usually played by four persons, although three, five, or six may play if the proper number of cards are thrown out of the pack. The chief peculiarity is in the method of settling.

Each player, on entering the game, purchases a certain number of chips or counters, usually fifty, which have an agreed value. After each hand has been played, each player counts and announces the number of Hearts he has taken in, and pays into the pool one chip for each. All thirteen Hearts having been paid for, any player having taken no Hearts takes the entire pool; two having taken none, divide it. If all the players have taken Hearts, or if one player has taken thirteen, the pool remains, and forms a "Jack," which can be won only by a single player having taken no Hearts, all the others having taken at least one. This pool is of course increased thirteen chips each deal until it is won.

Some players make it a Jack after two players have divided a pool, using the odd chip as a starter. It will be found that natural Jacks occur quite frequently enough without this expedient.

We shall at present confine our attention to the four-handed game.

SUGGESTIONS FOR GOOD PLAY.

The best players, after sorting their hand, carefully estimate its possibilities. In Sweep-stake Hearts the object is to take no Hearts; for if a player takes even one or two he cannot possibly *win* anything, although he may keep down his losses.

The hand may be such that it is evidently impossible to avoid taking some Hearts. The player must then decide whether he will play to give each of the others Hearts, or will take them all himself. If he succeeds in either object he has a chance to win back his money in the ensuing Jack. It is much cheaper for him to give all the others Hearts, but it is much more difficult to do so than it is to take them all himself; for in the first case he has three players opposed to his plan, while in the second he has usually three willing helpers, who have as good a chance for the prospective Jack as he has, without paying anything for it.

A player who has determined to take all the

Hearts should not let his scheme be too apparent, unless he is very sure of success ; for it sometimes happens that another player may feel equally confident of his ability to divide the Hearts among the others, and so secure the pool himself, or at least divide it, if it is not already a Jack. For an excellent illustration of such a play, see Example Hand No. 4.

In deciding on his chances to get clear without taking a single Heart, the player must be guided by the calculations of probabilities. These may be affected by his position at the table ; the player with the lead usually having an advantage.

If a player has the original lead, he must first consider the advisabilty of beginning with a Heart, or with a plain suit. If Hearts, he should know the probability of the Heart he leads not winning the trick ; if a plain suit, he should know the probability of the suit going round one or more times without Hearts being discarded on it, especially if he intends to lead high cards. These chances must then be balanced one against the other, and the most favorable selected.

LEADING HEARTS ORIGINALLY.

When your Hearts are so small as to be absolutely safe, such as the 7 5 3 2, it might be supposed that the best play would be to lead them at once, in order to get a large number of Hearts out of your way. But with such cards it is usually much better play, unless you have a very dangerous hand in plain suits, to reserve these small Hearts until you have a more definite idea, from the fall of the cards, to whom you are giving them. Such cards are also particularly useful at dangerous stages in the end-game for getting rid of the lead. If the student will examine Example Hand No. 10, he will see that if the player with the small safe Hearts had led them originally he would have lost the pool.

When the plain-suit cards are high or dangerous, but the Hearts are reasonably safe, it is usually better to lead the Hearts, and to continue leading them every time you get in. By following these tactics it is quite possible

for you to take almost every trick in the plain suits, and yet to win the pool by rapidly exhausting the Hearts. For an illustration of this, see A's hand in Example No. 5.

But now let us suppose that your smallest Heart is the 4, and that you have the original lead. In Sweepstake Hearts the object is to take NONE, and in leading any Heart higher than the deuce, you run a certain risk of losing the pool. Infinitesimal it may be, but still a risk, and one that should be avoided if possible, or a smaller risk selected if there is any choice.

If you lead the ♡ 4, the only chance for it to win is that one player has no Hearts, and that the 2 and 3 are divided. The odds against this combination of circumstances will vary with the number of Hearts you hold with the 4, but may be generally stated on the average as about 50 to 1. It is usually considered a safer lead than a high card of a plain suit, even if you have only three of the suit.

If your only Heart is the 5, and you propose to lead it, the chances that the 2, 3, and 4 are not each in separate hands are about 19 in 25, or 19 to 6 against it, which is about 3 to 1. If you lead the 5, the odds against your winning the trick decrease as the number of

Hearts you hold with the 5 increases. If you have four Hearts, the 5 being the lowest, the odds against its winning the trick, if you lead it, are about 29 to 11. If you have eight Hearts, the 5 being the lowest, it is about an even chance.

If your only Heart is the 6, it is about an even chance that it will not win the trick ; but the odds against you increase rapidly with the number of additional Hearts that you hold.

If you propose to lead the 7, the chances that it will win the trick are 2 to 1 under the most favorable circumstances, which are when it is your only Heart. These odds against you increase rapidly with the number of additional Hearts that you hold.

It must be taken into consideration that in some cases players, who could pass, put on a high Heart when they have only one small one with it. This possibility will slightly reduce all the foregoing odds.

As I consider the knowledge of probabilities a very important factor in playing Hearts, I have gone over these calculations very carefully myself, and have submitted them to Mr. E. C. Howell, the well-known authority on

card probabilities in connection with Whist. The results we arrive at are practically the same, although obtained by different processes.

Let us now turn our attention to cases in which it is not advisable to begin with a Heart.

LEADING PLAIN SUITS ORIGINALLY.

If a general consideration of your hand leads you to believe that it would not be advisable to begin by leading a Heart, you may turn your attention to the probabilities of getting Hearts discarded to you when you lead high cards of plain suits. It will often happen that you will have to decide between the lead of a comparatively dangerous Heart and a risky plain suit. Your knowledge of probabilities should enable you to select the safer course.

The odds against getting a Heart on the first round of a plain suit depend upon how many cards of the suit you hold.

If you lead an Ace, or any card which is sure to win the trick, the odds against your getting a Heart on it are as the following:—

If you have 4 cards of the suit, 22 to 1.			
“	5	“	15 to 1.
“	6	“	7 to 1.
“	7	“	4 to 1.
“	8	“	2 to 1.

These odds may be slightly increased by taking into account the fact that players who cannot follow suit do not always discard Hearts, having perhaps other and more dangerous cards to get rid of.

The odds against a suit going round a second time may be influenced by the cards played to the first round ; but it sometimes happens that you have to calculate in advance for two rounds of a suit, regardless of the cards that may be played by others. This is especially the case when you fear that the suit will be led to you, and you have such cards as must win two rounds.

It may be taken as a fair inference that when a player drops a deuce he has no more of the suit.

If you have 4 cards of the suit the odds *against* your getting a Heart in two rounds are 2 to 1.

The odds *in favor* of your getting a Heart in two rounds are :

If you have 5 cards of the suit, 4 to 3.

“ 6 “ 2 to 1.

“ 7 “ 6 to 1.

As an example of the value of a thorough knowledge of these odds to a careful player,

suppose he had to win two rounds of a plain suit, of which he held 6 cards; or to lead the ♡ 7, having three higher. The suit would be the better play, because it takes in only one Heart, while the lead of the Heart might take in four.

The foregoing odds are reduced to the simplest approximate fraction for the sake of clearness. For the benefit of those who prefer a greater accuracy of statement the following table is given, which shows the exact number of times in 1000 deals that a Heart would probably be discarded on a plain suit led, according to the number of cards in the suit held by the leader, and the number of times the suit was led :

No. of cards held by					
the leader. 1, 2, 3, 4 5 6 7 8					
Times Hearts will					
be discarded :					
On first round.	44	63	122	200	315
On second round.	358	430	659	857	1000
On third round.	842	1000	1000	1000	1000

This shows that 158 times in 1000, when the leader has 1, 2, 3, or 4 cards of the suit, it will go round three times, because 158 is the balance necessary to bring our last figure, 842, up

to 1000. Reducing this to a small fraction, the odds are about $5\frac{1}{3}$ to 1 that a suit will not go round three times without affording to some player the chance of discarding Hearts on it. This calculation is useful as showing the hopeless nature of all hands that contain at least three cards of each suit, unless the smallest card in every suit is below a 6; for if any one of the suits is led three times, it is even betting that you will have to win the third round, and $5\frac{1}{3}$ to 1 that you get a Heart on it if you do.

We may now turn our attention to the management of plain suits in general.

PLAIN-SUIT LEADS.

The favorite lead with most Heart players is a singleton; or, failing that, a two-card suit. This is, I think, a mistake, unless the singleton is a high card; for if the adversaries are sharp players they will at once suspect the nature of the lead, and carefully avoid the suit. But if you wait until some other player opens the suit, it will very probably be led twice in succession. I have found the best original plain-suit lead to be one in which you are moderately long, but have small cards enough to be safe, and from which you can lead intermediate cards which probably will not win the first trick.

A very little experience at Hearts will convince anyone that it is best, in plain suits, to play out the high cards first. This agrees with the theory of probabilities; for while the odds are 22 to 1 against your getting a Heart on the first round of a plain suit of which you have 4 cards, the odds are only 2 to 1 against it on the second round, and on the third they

are $5\frac{1}{3}$ to 1 in favor of it. Accordingly, on the first round most players put up their highest card of the suit led, no matter what their position with regard to the leader; but in so doing, I think they often run needless risks. The object in Sweepstake Hearts is to take NONE, and the most successful players will be found to be those who consistently play with the greatest odds in their favor for taking none. Let us take an example:

Suppose that you hold such a suit as A 10 9 7 4 2. This is a safe suit; because it is very improbable that you can be compelled to take a trick in it. The best lead from such a suit is, in my opinion, the 10 or 9. If the suit is led by any other player, the same card should be played, unless you are 4th hand, and have no objection to the lead. This avoids the risk, however slight, of getting a Heart on the first round, which would be entailed by playing the Ace. In Sweepstake Hearts it is a great mistake to play the high cards of a suit in which you are safe; for no matter how small the risk, it is an unnecessary one. In the case we are considering, when you have six cards of the suit, the odds are 7 to 1 against your getting a Heart if you play the Ace first

round. That is to say, you will probably lose one pool out of every eight if you play it. Take the greatest odds in your favor, when you have only four cards of a suit ; they are 22 to 1 against your getting a Heart the first round, so that you would lose by it only once in 23 times. But this is a tremendous percentage against you if you are playing with those who do not run such risks, for you give up every chance you might otherwise have in 5 pools out of every 110.

Several good examples of this conservative manner of leading intermediate cards from safe suits will be found in the illustrative hands, especially Nos. 1, 2, 3, 11.

Where you have a dangerous hand in Hearts, but one absolutely safe long suit, it is often good play to begin with your safe suit, retaining any high cards you may have in other suits in order to get the lead as often as possible for the purpose of continuing your safe suit, which will usually result in one or more of the other players getting loaded. For an example of this play, see A's hand in No. 6. Unfortunately, his cards were not high enough, and he was also outplayed at his own game by B.

When you have at least three of each plain

suit it is obvious that you cannot hope for any discards, and that you must take into account the probability of having to win the third round of one or more suits, with the accompanying possibility of getting Hearts at the same time. If you have the lead, this probability must be taken into account before any of the other players show their hands, and as it may be set down as about $5\frac{1}{3}$ to 1 that you will get a Heart, any better chance that the hand affords should be taken advantage of. For an example, see A's hand in No. 9. He knows it is a better chance to risk getting four Hearts by leading the 5, than to risk getting one by winning the third round of Diamonds or Clubs; in neither of which he is safe. He is unfortunately opposed to two very fine players, who succeed in loading him.

It will often occur that a player's attention must be so concentrated on getting clear himself that he has no opportunity to scheme for "loading" the others. But if it unfortunately happens that he is compelled to take in one or more Hearts, he should at once turn his attention to taking them all, or to loading the others, with a view to making a Jack of the pool. Should he succeed in either object he

has another chance for his money. For examples of this change of policy, see Y's hand in No. 7, and Z's in No. 8.

An example of a player making up his mind to take all thirteen Hearts is given in No. 4.

For an example of a player knowing that he must take some Hearts, and trying to give some to each of the others, see No. 7.

It is usually bad policy to return the suit opened by the original leader. He has picked that out as his safest suit, and although he may be the only one safe in it, by continuing it you are reducing your chances to two players, when you might share them with all three.

Some persons have a habit of playing false cards in plain suits, in the hope that others will thereby be prevented from leading those suits again. This is a very dangerous experiment, for the player that is safe in a suit will inevitably lead it in the end game, not caring who holds the higher cards which he knows to be still out. Then, at a time when all his cards are known, the crafty player finds himself with the lead, and perhaps no chance of getting rid of it again.

FOLLOWING SUIT.

When a player is not the original leader, his policy becomes defensive ; for, as the first player is plotting to give Hearts to everyone but himself, each of the others must be a prospective victim, and should do his best to avoid the traps prepared by the one who plans the opening of the hand.

When you are second or third player, the first time a suit is led, it is usually best to play your highest card, unless you are safe in the suit, or have so many that there is danger of getting a Heart, even on the first round. As fourth player, you should always play your highest card, unless there is already a Heart in the trick, or some decided disadvantage in the lead. The risks you run in playing high cards while following suit must be judged by the same probabilities that we examined in considering the original lead. The fact that one or more players have already followed suit, and perhaps the cards they have played, may

enable you to arrive at a still closer estimate of your chances. On page 18 attention was called to the increasing danger incurred by holding up high cards of suits in which the player is not safe. It is generally conceded that the odds against a player who holds up on the first round are about 1 to 11. That is to say, in 12 pools, he will sacrifice his chances of one simply by holding up.

After one or two tricks have been played, the conditions may be such that it becomes necessary to hold up, in order to win the second round. This is especially the case after you have been loaded, and are anxious to keep a certain player out of the lead. An example of this will be found in No. 12, where Y holds up the $\diamond$ King to keep A from getting in and leading another round of Hearts. In the same hand Z tries hard to make the pool a Jack by holding up the $\clubsuit$ Q. Had not A been entirely safe in Diamonds the stratagem would have succeeded.

In following suit it is important to keep count of the cards played, in order to avoid the unwitting lead of a suit of which the other players have none. I have found it unnecessary to pay any further attention to suits in

which you are safe, than to keep count of the number of cards played. The suits that need close watching are those in which you have nothing smaller than a Six or Eight. You should be careful to note which player appears to have the smaller cards, after the suit has been led once or twice, and be on the watch to take the lead away from him in other suits if you can, or he may load you by leading the small cards of your dangerous suit, in which he is safe. When this danger is apparent, it is best to retain, until the second round, such high cards as Kings and Queens of the suits led. Even if you have four of the suit, you run only a 2 to 1 risk in winning the second round instead of the first, as against a certainty that you will be out of the pool at once if the dangerous player gets the lead. For an example of this, see B's hand in No. 6.

Where you have a certain safe card, and others of another suit not absolutely safe, it is better to keep the safe card, in order to be sure of getting rid of the lead if you are put in on your dangerous suit. See A's hand in No. 9, at the 9th trick. The risk must of course be run that the player holding the higher cards of your safe suit will discard if he can, and leave

you with a dead hand. For an example of this, see B's discard in No. 11.

In following suit, the most annoying hand that one can hold, is one containing at least three cards of each suit, none of them below a 6. There is no hope of a discard, unless two players make a fight in some one suit, which they lead four or five times in order to load each other, regardless of the escape of the other players. This very seldom occurs, and never among good players. With such a hand escape is almost impossible, and it is usually best to make the losses as small as possible. Many good players, with such a hand, will deliberately take in Hearts on the plain suits, hoping to escape with only one or two in each trick, instead of having to carry the whole load by getting into the lead at the end. It should never be forgotten that when you must inevitably take some Hearts, it is cheaper to take them in on plain suits than to win Heart tricks. An illustration of this will be found in Z's hand, Example No. 1.

CONTROL OF THE LEAD.

One of the strongest points in good Heart play is the proper control of the lead at certain times. In the single-handed game this is too obvious to need pointing out, but many players entirely overlook its importance in Sweepstake Hearts. It may appear paradoxical, in a game in which the chief object is not to take anything, that one of the fine points should be taking tricks.

A player whose hand contains no commanding cards, and who is unable to do anything but follow suit on the first two or three rounds, will often find himself compelled to win one of the later rounds with a small card, taking in one or two Hearts with it; and this misfortune usually overtakes him because a certain player gets into the lead at a critical period of the hand.

Now, it is very often evident to an observant player that this will occur; but if he has no commanding cards, of course he is powerless to

prevent it. On the other hand, if he sees the impending danger, and has K Q or J of a suit led, he will not give up his high card, even if the Ace is played to the trick ; but will retain it, in order to prevent the possibility of the dangerous player getting into the lead on the second round of the suit. In doing this, he of course decreases the odds against his getting Hearts, by deliberately winning the second round. But 2 to 1 in his favor is a much better chance than the certainty, almost, that he will be loaded if a particular player is allowed the opportunity to lead a certain suit again.

If the student will examine the example hands he will find many instances of this stratagem, particularly in B's hand in No. 6, and Y's in No. 12.

A player may have no desire to prevent any particular adversary from getting the lead ; but may be anxious simply to carry out a certain line of play. In order to do this it may be essential that he should have some direction of the course of the hand. This is impossible if his play is confined to helplessly following suit to everything that is led. He must be able to assume the lead himself in order so to

change the course of the play as to better suit his game.

Let us suppose that he has a dangerous hand in plain suits, but is safe in Hearts, and decides that his best chance is to lead Hearts at every opportunity ; or that he has a certain safe suit which it is manifestly to his advantage to have led as often as possible. The other players, being the ones who are to suffer from this line of play, will of course prevent it if possible ; and in order to carry out the plan in spite of their opposition, it will be necessary for the individual player to gain the lead a certain number of times, and so force his game upon them.

Again, a player may know that he can load a certain adversary if he can get in and lead a certain suit or card ; or he may know that by giving one player the lead, that player can load another. In such cases commanding cards must be held or retained, in order to give the player a certain control of the lead.

When a player is attempting to take all thirteen Hearts, the control of the lead, especially in the end game, is very important ; because the design of each of the other players will be to get the lead into some other hand, in the

hope that they may load the player having it, and so at least divide the pool.

If the student will examine A's hand in No. 10, he will see that if he had held a commanding Spade, with which to win the second round, he would have won the pool to a certainty at the seventh trick. Other examples are A's hand in No. 2; Z's in No. 12; A's in No. 6; and Z's in No. 4.

THE DISCARD.

One of the most important elements in Heart play is the discard. The beginner is too apt to discard Hearts at every opportunity; but a little experience will teach him that even a 3 in a plain suit may be a better card to part with.

The most important thing in discarding is to reduce the odds against your winning the pool. Let us suppose that you have the A K Q of a plain suit. It is $5\frac{1}{3}$ to 1 that you get a Heart if this suit is led a third time. If you can get a discard the odds are at once reduced to 2 to 1 in your favor, that being the probability that you will escape, even if you have to win two rounds. This is a very large percentage, and should never be lost sight of. If you have a choice between two discards, one being from the K Q J 2 of Hearts, and the other from the K Q J of a plain suit, select the plain suit. You can improve your chances little or none in the Hearts, while

you not only bring the odds to your side in the plain suit, but secure a chance of discarding on the third round of it.

Following the same principle, it is evidently good play to discard from a suit which has been led once or twice, if you have a dangerous card or cards in it. Even if you have a safe tenace in a suit, such as 4 and 2, the 5 and 3 being still out somewhere, it is better to discard from it if there is the slightest danger of your getting the lead. Tenaces are only safe when led up to. Many examples of good discarding will be found in the illustrative hands.

HOWELL'S SETTLING.

The great objection to the usual Sweep-stake method of settling at Hearts, is that it makes the game entirely one of chance. No matter how good a player one may be, nothing short of good luck will bring him out a winner.

In the four-handed game, where the counters are worth, let us say, a dollar, it is quite possible for one player to take in only 58 Hearts in 60 pools, and still be \$46 "loser"; while another player may take in 500 Hearts in 60 pools, and still be \$46 "winner." It may be claimed that the player who was \$46 ahead at the end was the better player, because he won; but most persons will agree that the player who takes in only 58 Hearts in 60 pools, is a much better player than one who is compelled to take in 500 Hearts in the same time.

It was to remedy this defect, and to give skill its proper percentage of value, that Mr.

E. C. Howell, already mentioned in connection with our probabilities, proposed another method of settling, which has since become very popular among those who look upon Hearts as a game of skill, and not purely one of chance.

In Howell's settling, each player begins with an equal number of counters, usually 100, which have an agreed value. At the end of each hand, after the Hearts have been counted and announced, each player pays into the pool, for each Heart he holds, as many counters as there are players besides himself.

Let us suppose the game to be four-handed, and that A has taken in 3 Hearts. There being three players besides himself, he must pay three counters for each Heart, or nine in all. Let us further suppose Y and B to have each taken five, they must each pay fifteen into the pool, which now contains 39 counters. Z, having taken none, pays nothing.

Each player now takes out one counter for every Heart he did NOT hold when the Hearts were announced. Z, having taken none, takes 13 out of the pool. A having taken 3 only, there were 10 which he did NOT take, and he gets 10 counters from the pool. Y and B get

8 each, which exhausts the pool. There are no Jacks.

Although at first sight this is rather complicated, it is very simple in practice. Many players facilitate matters by having counters of different colors, the white being the unit, and the red representing the number of whites that it will be necessary to pay for each Heart. In the four-handed game a red counter would be worth three whites; in the five-handed game, four, and so on.

After a little practice, most players become as familiar with the amounts of the various settlements as they do at Boston, and they simply pay or take the differences due them. The following table will show the net gain or loss in the four-handed game :

TABLE FOR HOWELL'S SETTLING.

Four-Handed Game.

If player takes in				He wins	He loses
0	Hearts,	.	.	13	.
1	"	.	.	9	.
2	"	.	.	5	.
3	"	.	.	1	.
4	"	.	.	.	3
5	"	.	.	.	7
6	"	.	.	.	11
7	"	.	.	.	15
8	"	.	.	.	19
9	"	.	.	.	23
10	"	.	.	.	27
11	"	.	.	.	31
12	"	.	.	.	35
13	"	.	.	.	39

It will facilitate the recollection of this table to observe that if you take in a trick of four Hearts you lose three counters, and you lose four more counters for every additional Heart you take in. If you take in only three Hearts you win one counter, and you win four more counters for every one less than three.

It will readily be seen that three Hearts is

the dead line in this form of settling, and that the object of the player must be to avoid taking four Hearts, which amounts to the same thing as saying that he must take less than some one of the others. The player who takes in the least number of Hearts in the long run must be the winner.

The first time this is played it looks like a pretty severe game for the player taking in a large number of Hearts; but it will be found that he very rapidly recovers if he is a good player. During a sitting of any length the number of counters any player has lost or won will indicate exactly the number of Hearts he has taken in, more or less than his share. In the case already mentioned, where one player won 46 counters, and another lost 46, in 60 pools at Sweepstake Hearts, had the game been Howell's settling the result would have been very different. The player who took in only 58 Hearts would have won 548 counters, instead of losing 46; and the other would have lost 1220, instead of winning 46.

In Howell's settling, the object is not so much to load the others as to escape yourself. It is never advisable to attempt to take all thirteen Hearts, because there are no Jacks;

but there are many cases in which it is better to deliberately take three or four, in order to avoid the chance of taking six or eight. For an example of these tactics adopted by two players in the same hand, see No. 11. On the same principle, there are often cases in which it is advisable to take a trick with one Heart in it, in order to get rid of a dangerous card, which might bring you in several Hearts later on. The general principles of leading and discarding are the same as in Sweepstake Hearts; but it is not necessary to take such desperate chances to escape entirely.

THREE-HANDED HEARTS.

In the three-handed game, the deuce of Spades is thrown out of the pack, and seventeen cards are dealt to each player. The method of settling should be agreed upon before play begins, but it will be found a very uninteresting game unless Howell's settling is adopted. Some persons settle by making the player who takes the largest number of Hearts pay the two others as many counters as he has Hearts in excess of theirs. There are no Jacks.

The three-handed form of the game is more difficult to play than any other; partly because there are so many rounds of each suit, and partly because the moment one player refuses, the exact cards of that suit in the other two players' hands are known to each of them.

There is usually a great deal of cross-fighting in the three-handed game, during which one player escapes by getting numerous discards. When all three have refused, each a

different suit, the end game becomes a question of generalship; and the preservation of one or more commanding cards, with which to control and place the lead, is usually the key to the situation. A player who has no high cards for the end game, unless he is quite safe, is almost certain to be loaded in the last few tricks.

SINGLE-HANDED HEARTS.

With the exception of double-dummy, all good single-handed games of cards are open to the objection that they are complicated, and difficult to teach; so that if two persons find themselves at a loss for a game, much valuable time is lost in instructing each other in the mysteries of Piquet, Bezique, or Ecarté.

Hearts is an excellent resource under such circumstances, as it can be learned in a few moments. It is also an excellent training school for those who have bad card memories; or more properly speaking, for those whose powers of observation need cultivating.

After the usual cutting to decide the deal, determination of the value of the counters, etc., thirteen cards are dealt to each player, one at a time, the remainder of the pack being left face down upon the table. The dealer's adversary, usually called the *pone*, begins by leading any card he pleases, to which the dealer must follow suit if he can. The highest

card played of the suit led wins the trick, and the winner of the trick takes it in. Before leading for the next trick, he draws one card from the top of the pack lying on the table, restoring the number of his cards to thirteen. His adversary does the same. The cards are played and drawn in this manner until the pack is exhausted. The cards remaining in the players' hands are then proceeded with in the usual manner, and after the last trick each player counts and announces the number of Hearts he has taken.

The object of the game is to take less Hearts than your opponent, and the method of settling is somewhat similar to the odd tricks in whist, the first six hearts counting nothing, but the player paying his adversary one counter for each Heart he takes over six.

Before opening the hand, the player should carefully consider what suits are safe and what are dangerous. It is usually best to preserve the safe suits and to lead the dangerous ones, which you should clear your hand of, if possible. It is a great advantage to have a missing suit, and equally disadvantageous to have a number of a suit of which your adversary is probably clear. If a card of a missing suit is

drawn, it is usually best to lead it at once, so as to keep the suit clear; but in so doing, be careful first to place the card among the others in the hand, or your adversary will detect that it is a missing suit.

The lead is a disadvantage if you have safe Hearts; but toward the end of the stock, from which cards are drawn, it is an advantage to have commanding cards, with which you can assume the lead if necessary.

There is some finesse in determining whether or not to change the suit often in the leads. If you have a better memory than your adversary, it may be well to change often; but if not, it may assist you to keep at one suit until afraid to lead it again.

In Single-Handed Hearts, keeping count of the cards is the most important matter, because the real play comes after the stock is exhausted, and the moment that occurs you should know every card in your adversary's hand. The exact number of each suit should be a certainty, if not the exact rank of the cards. Until you can depend on yourself for this, you are not a good player.

The method I usually adopt for keeping count of the cards is to fix upon a certain

order of the suits, which I always preserve, such as ♥, ♣, ♦, ♠. Any person may fix this order in mind by recollecting that his Heart is the first thing to live ; that later on he must take a Club in his hand to fight his way toward some of the Diamonds that represent earthly prosperity, and that after all, the Spade must dig his grave. Having a certain order of suits fixed in mind it is necessary only to count mentally the number of each suit played, adding to it, and repeating it, after every trick. For instance : if after five tricks, there have been played 2♥'s ; 0♣'s ; 4♦'s ; and 4♠'s, you count mentally "2, nothing, 4, 4." If two Clubs fall in the next trick, "2, 2, 4, 4" ; and so on. This count is a very useful guide as to the advisability of leading suits that are running short ; and at the end, when the stock is exhausted, the addition of the number played in each suit to those remaining in your hand will at once reveal the contents of the opponent's hand.

After having practised this method for some time, it will be found more and more easy to keep account of the *rank* of the cards played, especially in the suits in which you are not safe.

It is often necessary, before the stock is exhausted, for a player to know the probability of certain suits being missing in his opponent's hand. This of course varies greatly with the number of played cards in the suit in question, and with the number of cards remaining in the stock. If the player keeps a close count of the cards played in each suit, the solution of the problem will often be an easy matter. Let us take an instance. You have 3 ♥'s; 3 ♣'s; 2 ♦'s; 5 ♠'s, in your hand, and your mental count is 6, 4, 10, 2. There are therefore four cards remaining in the stock. Now, it is a certainty that your adversary has at least two Clubs and two Spades. So if you have safe Spades, it is better to keep them, as you know you can give him the lead with them at any time. Let us suppose that you lead the Club, win the trick, and draw a Diamond. Your count is now 6, 6, 10, 2, and your opponent has some of each suit, except Diamonds. You continue a Club, and draw a Spade.

You have now arrived at the last thirteen tricks, in which the play begins in earnest. It is usually a problem in double-dummy; but the advantage will always be found to be with

the player who has carefully prepared himself for the final struggle by preserving certain safe suits, and getting rid of those in which it became evident that his adversary had the small and safe cards.

Some very pretty positions arise in the end game, it being often possible to foresee that four or five tricks must be played in a certain manner in order to ensure the lead being properly placed at the end, so that the odd Hearts may be avoided.

AUCTION HEARTS.

This is usually played by four persons, although five or six may form a table. The cards having been cut and dealt, the value of counters determined, etc., as in other forms of the game, the player to the left of the dealer, whom we shall call A, examines his hand, and determines which suit he would prefer to play to get clear of. It may be that if the game were to get rid of Clubs instead of Hearts, his hand would be a very good one, whereas if the suit were to remain Hearts it would be a very bad one. Let us suppose his hand to consist of the ♥ A K 8; ♣ J 6 5 4 3 2; ♦ K 4; and the ♠ 7 3. If the suit remains Hearts, he is almost certain to take in a number; but if it is changed to Clubs, he is almost as certain of getting clear. The hand is not absolutely safe, as Hearts might be led two or three times before the Clubs in the other hands were exhausted by the original leader,

whose game would be to lead small Clubs. As the pool will contain thirteen counters to a certainty, he can afford to bid in proportion to his chances of winning it for the privilege of making Clubs the suit to be avoided, instead of Hearts.

It might be assumed that if the odds were 10 to 1 that the player would get clear if the suit were Clubs, that therefore he could afford to bid ten times the amount of the pool, or 130, for his chance. Theoretically this is correct, but if he should lose one such pool, he would have to win ten others to get back his bid alone, to say nothing of the amounts he would lose by paying his share in pools won by others. Let us suppose him to win his share, one-fourth of all the pools. While he is winning the ten pools necessary to regain his single loss, he has to stand his share of the losses in the other thirty, which would average about 128 counters. This must show us that even if a player has a 10 to 1 chance in his favor, he must calculate not only to lose that chance once in eleven times, but must make provision for the amounts he will lose in other pools.

My experience is that a bid of 25 would be

about the amount a good player would make on such a hand as we are considering, if the pool were not a Jack, and he had first say. The player does not name the suit he bids on, only the amount bid for choice.

The next player, Y, now examines his hand. Let us suppose that he finds, ♥ 6 4 3; ♣ A K 10; ♦ 8 7 5 3; ♠ 6 5 4. If the first bidder is offering on Clubs, it is evident that he will lead them, as the successful bidder has the original lead in Auction Hearts; and it is equally evident that if he does so, a player with A K 10 will have to pay for most of the pool. If any of the other suits is the one bid on, B has as good a chance for the pool as anyone, at least to divide it. With two men still to bid, a good player would probably make himself safe by shutting out A's bid, probably offering 26.

Let us suppose B then to examine his hand, finding ♥ J 10; ♣ Q 9 8 7; ♦ A 10 9; ♠ 10 9 8 2. Being unsafe in everything, he passes, and practically submits to his fate, his only hope being that the pool will result in a Jack. Z then examines his hand, finding ♥ Q 9 7 5 2; ♣ none; ♦ Q J 6 2; ♠ A K Q J. He sees at once that on Spades he would lose

everything, and on Diamonds he would have a very poor chance. On Clubs the result would depend on how often Spades were led. In Hearts, he has a very good hand, especially as he has a missing suit to discard in. As he is the last bidder he can make sure of the choice for 27, which he bids, and pays into the pool. The result of the play is given in Example No. 12. (As the cards happen to lie, had A been the successful bidder and made it Clubs, Z would have won the pool.)

As the deal carries with it the advantage of the last bid, it is the most desirable position at the table. There is no second bid, and a player having once passed is out of it. If two players get clear, they divide the pool, which consists of the thirteen counters paid in by those who were loaded, and the amount bid for the choice of suits. If one player takes all thirteen, it is a Jack, as at Sweepstakes; but instead of the next choice being sold to the highest bidder, the successful bidder on the Jack hand has the choice again, and must select some suit, although he pays nothing for it. The same player must continue to select a suit until someone wins the pool.

It is a generally recognized principle in

Auction Hearts that the three play against the successful bidder, and that they spare no effort to load him, even though they allow each other to escape while so doing. Auction Hearts requires a long purse and a short neck to play it successfully.

SPOT HEARTS.

In this variety of the game, when the Hearts are counted and announced at the end of the hand, the spots on them are the units of value, the Jack being worth 11, the Queen 12, the King 13, and the Ace 14. The innovation adds nothing to the interest or skill of the game, but has a tendency to create confusion and delay, owing to the numerous disputes as to the correctness of the count in the various hands.

The usual method of settling in Spot Hearts is for the player having the smallest number to collect from each of the others the amount they have in excess of his. The total number to be accounted for in each deal is 104.

The chief variation in the play arises from the fact that one cannot afford to play his highest Heart fourth hand, when he is compelled to win the trick. In the ordinary game, if a player sees that he must win the trick in any case, he will put up his highest Heart, but

in Spot Hearts he cannot always do this. If the 2 is led, and the 4 and 5 fall to it, the last player having the 6 and 8, his play in Spot Hearts is to win the trick with the 6, and return the 8. There are occasional instances in which a player can count the Hearts still to come, and knows that even should he be compelled to take all of them, the combined spots on them would not equal those on the trick before him, which he can decline to win; although it is a certainty that he will have to win all the other Hearts if he refuses.

DRIVE HEARTS.

This is a very interesting variation for card parties of large numbers. The players are first arranged in fours, each four at a separate table. The tables are numbered, and lots are drawn to decide the positions of the players at the beginning of the game; four duplicates of each number being used in drawing.

No counters are used, the player taking the smallest number of Hearts at each table going to the one next above in order. Ties cut for the advancement. Each player is provided with a card, and at each upward move a green star is attached to it. Upon reaching the head table, or No. 1, the player taking the least number of Hearts sits still, getting a green star, and the one taking the largest number goes to the bottom table. If the player at the head table is again successful in taking the least number, he gets a gold star; and continues to get gold stars until he fails to take the least Hearts. In case of ties at the head

table, the two having taken the smallest number of Hearts retain their seats without cutting, and both get green stars, irrespectively of their having previously taken the least number, gold stars being only for those taking less than any other player at the head table two or more times in succession. When two tie for the least Hearts at the head table, the two others go down, and *two* players are advanced from each of the other tables. In cases of three ties at the head table for the least number of Hearts, each gets a green star, and the fourth player goes down. In cases of ties for the largest number of Hearts taken at the head table, the tying players cut to go down.

The number of players to move up is announced from the head table by bell taps. One tap for one player; two taps for two.

Any player taking all thirteen Hearts at any table but No. 1 must sit still for the next two hands irrespectively of his score. A player taking thirteen at the head table, must stay at the bottom table for the next two hands.

The scoring is sometimes varied by giving green stars for the least number of Hearts taken at each of the tables, ties both receiving stars; and giving gold stars to any player at

any table who takes no Hearts, each of the three other players at that table having at least one. In this form of the game the advancement from table to table is not by merit, but the players sitting north and south at one table move up, and take the east and west positions at the next above ; those whose positions they take going to the north and south positions at the next table, and so on. This arrangement requires that an even number of tables shall be engaged in play. Two of the players at each table retain their seats throughout half the evening, then they move. This circulation insures the meeting of all those engaged in play.

PROGRESSIVE HEARTS.

Progressive Hearts is distinguished from Drive Hearts by the arrangement of the players, it being intended for an equal number of ladies and gentlemen.

A sufficient number of tables to accommodate the players are arranged in order, and numbered consecutively; No. 1 being called the head table.

Two slips for each table are placed in a hat, one for the North and South position, and one for the East and West. In another hat are placed the names of all the ladies about to play, and in another those of all the gentlemen. By drawing a slip from each hat simultaneously, the original partners and their positions are determined.

Each table having decided upon the dealer in the usual way, play begins upon the tap of the bell at the head table. The game is practically Sweepstake Hearts, although there are

no stakes, and the object of each player is to load the adversary of the same gender.

At the conclusion of the hand the ladies compare their cards, and the one having the less Hearts goes to the next higher table. The gentlemen compare in the same way, so that one lady and one gentleman go up each time. They take the seats that have been vacated by those leaving the table they go to. All ties are determined by cutting; those cutting the higher card going up. Ace is low in cutting.

It is quite admissible for a lady, who is safe herself, to load the gentleman that she favors least, so as to leave him behind. Gentlemen are also at liberty to help their favorites along, even at the cost of their own positions.

For the purpose of scoring, each player has a card. The two having the least number of Hearts at the head table retain their seats, and each of them receives a gold star. Each of those winning and moving up at any other table, receives a red star; and those losing, or taking the greatest number of Hearts at the last or booby table, receive each a green star. Prizes are usually given to those having the greatest number of each variety of star, making six in all, the ladies and gentlemen being

separately compared. The booby prizes are usually more distinguished for their size and oddity than for their value.

There are several other varieties of Progressive Hearts, but this will be found the most popular and easily managed.

JOKER HEARTS.

In this form of the game, the deuce of Hearts is discarded, and the Joker takes its place. The Joker occupies a position between the Ten and the Jack in value, with the added peculiarity that it cannot be discarded on a plain suit, for if it is, it wins the trick, unless a higher Heart is in the same trick. The only chance for a player having the Joker dealt to him to get rid of it, is to play it on a trick in which Hearts are led, and in which some player must play a court card, Ace, King, Queen, or Jack; or if any of these court cards are discarded in a trick in plain suits, the player holding the Joker, whether he has any of the suit led or not, can not only get rid of his Joker with safety, but compel the player who has discarded the high Heart to win the trick, instead of getting rid of his Heart.

In settling, the Joker is worth five counters. Among some players this amount is paid into

the general pool, while with others the custom is to pay the five to the player who succeeds in getting rid of the Joker. If the player holding it takes it in, he pays the pool. This is a very exasperating game, and success depends more on good luck than good managment.

THE LAWS OF HEARTS

1. Formation of table. Those first in the room have the preference. If more than the necessary number assemble the choice shall be determined by cutting, those cutting the lowest cards having the right to play. Six persons is the largest number that can play at one table. The player cutting the lowest card has the deal.

2. In cutting, the Ace is low. Players cutting cards of equal value, cut again. All must cut from the same pack, and any person exposing more than one card must cut again. Drawing cards from an outspread pack is equivalent to cutting.

3. A complete Heart pack consists of fifty-two cards, which rank in the following order :— A K Q J 10 9 8 7 6 5 4 3 2, the Ace being highest in play. In Three-Handed Hearts, the Spade deuce is thrown out. In Five-Handed, both the black deuces are laid aside. In Six-Handed, all four deuces are discarded. In

Joker Hearts the Heart deuce is replaced by the Joker.

4. When two packs are used, the player next but one on the dealer's left must collect and shuffle the cards for the next deal, placing them on his right. The dealer has the privilege of shuffling last.

5. The dealer must present the pack to his right hand adversary to be cut. Not less than four cards shall constitute a cut.

6. In case of any confusion or exposure of the cards in cutting, or in reuniting them after cutting, the pack must be shuffled and cut again.

7. If the dealer re-shuffles the cards after they have been properly cut, or looks at the bottom card, he loses his deal.

8. After the cards have been cut, the dealer must distribute them one at a time to each player in rotation, beginning at his left, and continuing until the pack is exhausted ; or in Single-Handed Hearts, until each player has thirteen.

9. The deal passes to the left.

10. There must be a new deal by the same dealer if the pack is proved to be incorrect, either during the deal or during the play of a

hand ; or if any card is faced in the pack ; or if any card is found to be so marked or mutilated in any way that it can be named. In the last case a new pack must be used.

11. If a card is exposed during the deal, the player to whom it is dealt may demand a new deal, provided he has not touched any of his cards. If the deal stands, the exposed card cannot be called.

12. Anyone dealing out of turn may be stopped before the last card is dealt. After that the deal must stand, and the packs, if changed, must so remain.

13. It is a misdeal : if the dealer omits to have the pack cut, and the error is discovered before the last card is dealt ; or if he deals a card incorrectly, and fails to remedy it before dealing another ; or if he counts the cards on the table, or those remaining in the pack ; or if it is discovered before all have played to the first trick that any player has not his proper number of cards, the pack being perfect.

14. A misdeal loses the deal unless one of the other players has touched his cards, or in any way interrupted the dealer.

15. If, after the first trick is played to, any two players are found to have more or less

than their correct number of cards, the pack being perfect, the one having less shall draw from the hand of the one having more, and each shall pay a forfeit of five counters into the pool.

16. If a player omits to play to any trick, and plays to the following one, he shall not be allowed to correct the error; but shall be compelled to take in the thirteenth trick, with whatever Hearts it may contain.

17. Should a player be found during or at the end of a hand to be a card short, all the others having the right number, and all having played to the first trick, he shall be compelled to take in the thirteenth trick.

18. If a player lead or play two cards to a trick, he must indicate the one intended, and leave the other face up on the table. Any card exposed, except in the proper course of play, or any card named by the player holding it, must be left face up on the table.

19. A player must lead or play any exposed card when called upon to do so by any other player, provided he can do so without revoking. He cannot be prevented from playing an exposed card, and if he can so get rid of it, no penalty remains.

20. If a player leads out of turn, a suit may be called from him when it is next his proper turn to lead. This penalty can be enforced only by the player on his right. If he has none of the suit called, or if all have played to the false lead, no penalty can be enforced. If all have not played to the false lead, the cards can be taken back, and are not exposed cards.

21. If the third hand plays before the second, the fourth hand may demand that the card be taken back, and may call upon the third hand to play the highest card he has of the suit; or may call upon him not to discard Hearts. If the fourth plays before the third, the second player may demand the penalty.

22. The first player to any trick having led, the others must follow suit if they can. Should a player revoke, and discover the error before the trick in which it occurs has been turned and quitted, he may amend his play, and the card played in error becomes an exposed card. Any who have played after him may withdraw their cards and substitute others, the cards first played not being exposed.

23. If the revoke is discovered during the play of the hand, the hand must be played

out, and at the end the revoking player must pay all losses in that hand. Should the revoking player win the pool himself, he must put up the thirteen counters and leave them for a Jack. Should he divide it, he must pay the other winner six counters, and leave up seven for a Jack.

24. Should two or more players revoke in the same hand, each must pay the entire losses in the hand, as if he were alone in error ; so that if two should revoke, and a third win the pool, he would receive twenty-six counters, instead of thirteen. In Auction Hearts the revoking player must pay the amount of the bid in addition.

25. The claimant of a revoke may search all the tricks at the end of a hand. The revoke is established if the accused player mixes the cards before the claimants have time to examine them.

26. A revoke must be claimed before the tricks have been mixed, preparatory to shuffling for the next deal.

27. If a player is lawfully called upon to lead a certain suit, or to play the highest of it, and unnecessarily fails to comply, he is liable to the penalties for a revoke.

28. Any trick once turned and quitted must not again be seen until the hand is played. Any player violating this rule is subject to the same penalties as for a lead out of turn.

29. In settling at the end of the hand, the player having taken no Hearts, each of the others having taken at least one, wins the pool. Two players having taken none, the other two having each at least one, divide it, the odd counter remaining until the next pool. Three players having taken none, the thirteen counters remain in the pool, forming a Jack, which can be won only by one player taking no Hearts, each of the others having taken at least one. During the time the Jack is played for, and until it is won, each player must add to the pool by paying for the Hearts he takes in each hand.

30. In Auction Hearts, the player to the left of the dealer has the first bid, the dealer the last, and there is no second bid.

EXAMPLE HANDS.

In the following illustrative hands, A is always the original leader. The underlined card wins the trick, and the card under it is the next one led. The Hearts are given in full-faced type, in order to enable the student to count them easily. The initials and figures in the right-hand margin indicate the player winning the trick, and the number of Hearts he takes in with it. The initials and figures at the bottom of each column show the total number of Hearts taken by each player.

If the student will take the necessary trouble to lay out the actual cards upon the table, and study carefully the play of each hand as it progresses, he will get a very fair idea of the principles followed by players of the first class, especially in such important matters as controlling the lead, and discarding.

No. 1.

SWEEPSTAKE HEARTS.

NO. OF TRICK	A	Y	B	Z	HEARTS TAKEN
1	10♦	J♦	Q♦	<u>K♦</u>	
2	6♠	<u>A♠</u>	Q♠	10♠	
3	2♠	<u>K♠</u>	J♠	9♠	
4	4♦	5♦	<u>8♦</u>	♥A	B 1
5	♥ <u>5</u>	♥2	♥4	♥3	A 4
6	♣6	♣8	<u>♣A</u>	♣J	
7	♥J	♥10	♥8	<u>♥Q</u>	Z 4
8	♥K	<u>7♠</u>	5♠	3♠	Y 1
9	♣4	♣5	<u>♣K</u>	♣10	
10	6♦	3♦	<u>7♦</u>	♣9	
11	A♦	♣7	<u>♣Q</u>	8♠	
12	9♦	♥ <u>9</u>	♥7	4♠	Y 2
13	2♦	<u>♣3</u>	♥6	♣2	Y 1
	A 4	Y 4	B 1	Z 4	

Making it a Jack.

No. 1.

♥	10	9	2	
♣	8	7	5	3
♦	J	5	3	
♠	A	K	7	

♥	K	J	5	Y A B Z	♥	8	7	6	4		
♣	6	4	♣		A	K	Q				
♦	A	10	9		6	4	2	♦	Q	8	7
♠	6	2	♠		Q	J	5				

♥	A	Q	3		
♣	J	10	9	2	
♦	K				
♠	10	9	8	4	3

A may call himself safe in everything but Hearts, and has an excellent chance for discards in Clubs and Spades. It is unfortunate that he has the S 2, because the fall of such a card usually stops the suit at once.

Trick 1. A begins, as recommended on page 16, by leading the intermediate Diamond.

Trick 3. Y's only dangerous suit is Spades, and he hastens to get rid of the K before anyone discards the suit. A has no more.

Trick 4. B is unfortunate in getting H A on the second round of Diamonds. His game now is to make it a Jack, by loading the others.

Trick 5. Some players, with A's hand, would play H K and continue the Diamonds; but while he has any chance to win by discarding on Clubs and Spades, he should not deliberately take any Hearts.

Trick 10. B must get rid of the Diamond and Club before leading the low Heart.

No. 2.

SWEEPSTAKE HEARTS.

NO. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	10♦	<u>Q♦</u>	4♦	J♦	
2	7♦	5♦	2♦	<u>8♦</u>	
3	K♠	<u>A♠</u>	Q♠	2♠	
4	♣ 2	♣ Q	♣ 8	<u>♣ A</u>	
5	<u>♣ K</u>	♣ 10	♣ 7	♣ J	
6	3♦	10♠	♥ 10	<u>6♦</u>	Z 1
7	<u>♥ 9</u>	♥ 7	J♠	♥ 3	A 3
8	3♠	4♠	<u>5♠</u>	♥ K	B 1
9	8♠	♣ 3	♣ 6	<u>♣ 9</u>	
10	6♠	♥ 5	9♠	<u>♥ 6</u>	Z 2
11	A♦	♥ 4	7♠	<u>♥ Q</u>	Z 2
12	K♦	♥ 2	♣ 5	<u>♥ J</u>	Z 2
13	9♦	<u>♥ A</u>	♣ 4	♥ 8	Y 2
	A 3	Y 2	B 1	Z 7	

Making it a Jack.

No. 2.

♥	A 7 5 4 2
♣	Q 10 3
♦	Q 5
♠	A 10 4

♥ 9	Y A B Z	♥ 10
♣ K 2		♣ 8 7 6 5 4
♦ A K 10 9 7 3		♦ 4 2
♠ K 8 6 3		♠ Q J 9 7 5

♥	K Q J 8 6 3
♣	A J 9
♦	J 8 6
♠	2

With A's hand, to lead the C K and then the 2, or to drop the 2 on the second round, would at once betray the suit. Some players would begin with S K; but I prefer the intermediate lead from the long suit. The H 9 is the only really dangerous feature of A's hand.

2d Trick. Y wants to prepare for a discard.

4th Trick. Y is now forced to Clubs. He is so sure of the pool that he can afford to keep his Hearts to load the others. A holds up C K to be sure of a lead in Diamonds, which must result in loading one of the other players.

6th Trick. If Y discards H A he must win a trick in Spades.

8th Trick. A's play is now to load Y and B by leading Spades, which Z should have no more of, having led the 2 originally.

No. 3.

SWEEPSTAKE HEARTS.

No. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	10 ♠	Q ♠	8 ♠	<u>K ♠</u>	
2	♣ J	<u>♣ A</u>	♣ 4	♣ K	
3	6 ♦	<u>A ♦</u>	J ♦	Q ♦	
4	5 ♦	<u>K ♦</u>	10 ♦	9 ♦	
5	4 ♦	3 ♦	2 ♦	<u>8 ♦</u>	
6	♣ 9	♣ 7	♣ 3	<u>♣ Q</u>	
7	♣ 6	♣ 5	♣ 2	<u>♣ 10</u>	
8	3 ♠	6 ♠	4 ♠	<u>J ♠</u>	
9	2 ♠	5 ♠	♥ K	<u>9 ♠</u>	Z 1
10	<u>♥ A</u>	♥ Q	♥ 10	♥ 5	A 4
11	♥ 7	<u>♥ J</u>	♥ 9	7 ♠	Y 3
12	♥ 6	<u>♥ 8</u>	♥ 4	♣ 8	Y 3
13	<u>A ♠</u>	♥ 2	<u>♥ 3</u>	7 ♦	B 2
	A 4	Y 6	B 2	Z 1	

Making it a Jack.

No. 3.

♥ Q J 8 2
 ♣ A 7 5
 ♦ A K 3
 ♠ Q 6 5

♥ A 7 6
 ♣ J 9 6
 ♦ 6 5 4
 ♠ A 10 3 2



♥ K 10 9 4 3
 ♣ 4 3 2
 ♦ J 10 2
 ♠ 8 4

♥ 5
 ♣ K Q 10 8
 ♦ Q 9 8 7
 ♠ K J 9 7

2d Trick. Z sees that with such a hand escape is impossible. As his chief danger is in being loaded with Hearts at the end, he clears his hand as rapidly as possible.

9th Trick. The S A being held up, it looks as if A were safe in that suit with A 5 2. If Z now leads the H 5, and A gets into the lead, returning the Spade, Z must take every other trick.

10th Trick. If Z now leads S 7, he loads A; but if his H 5 should win the next trick he will take all the rest of the Hearts, Y and B dividing the pool. If he leads the H 5 first he cannot get more than four Hearts, and the other players will inevitably make a Jack of it.

11th Trick. Y sees that if he underplays the 7 led, B will win the pool, as he has nothing but Hearts, A having only one more. He keeps A out of the lead by winning two rounds, so as to be sure of loading B, making it a Jack. The ending is very well played.

No. 4.

SWEEPSTAKE HEARTS.

NO. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	<u>♥ A</u>	♥ J	♥ 9	♥ Q	A 4
2	<u>♥ K</u>	♥ 5	♥ 6	♥ 10	A 4
3	<u>♥ 8</u>	A ♠	♥ 3	♥ 7	A 3
4	<u>♣ A</u>	♣ J	♣ 9	♣ K	
5	<u>♣ Q</u>	♣ 10	♣ 8	7 ♠	
6	<u>K ♦</u>	9 ♦	10 ♦	5 ♦	
7	<u>Q ♦</u>	8 ♦	7 ♦	3 ♦	
8	<u>J ♦</u>	4 ♦	6 ♦	2 ♦	
9	6 ♠	9 ♠	Q ♠	<u>K ♠</u>	
10	<u>10 ♠</u>	8 ♠	5 ♠	2 ♠	
11	<u>J ♠</u>	3 ♠	4 ♠	A ♦	
12	♣ 4	♣ 6	<u>♣ 7</u>	♥ 4	B 1
13	♣ 3	<u>♣ 5</u>	♣ 2	♥ 2	Y 1
	A 11	Y 1	B 1	Z 0	

Z wins the pool.

No. 4.

♥ J 5
 ♣ J 10 6 5
 ♦ 9 8 4
 ♠ A 9 8 3

♥ A K 8
 ♣ A Q 4 3
 ♦ K Q J
 ♠ J 10 6



♥ 9 6 3
 ♣ 9 8 7 2
 ♦ 10 7 6
 ♠ Q 5 4

♥ Q 10 7 4 2
 ♣ K
 ♦ A 5 3 2
 ♠ K 7 2

A, with this hopeless hand, sees that his best line of play is to take all thirteen Hearts, making it a Jack. Z, having a very fine hand, with control of the lead in every suit but Clubs, thinks he has an excellent chance to win the pool, or at least divide it, by distributing the Hearts between Y and B, after A has exhausted himself.

6th Trick. It is now impossible for Z to take a Heart if he allows the Diamonds to be exhausted.

9th Trick. A tries to keep control of Spades.

10th Trick. It is certain that A has not the best Club, or he would not have stopped leading them, so Y or B must win a trick in that suit, preventing a Jack, and assuring Z at least half the pool.

No. 5.

SWEEPSTAKE HEARTS.

No. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	♥ 4	♥ 2	♥ 3	♥ <u>A</u>	Z 4
2	<u>♣ A</u>	♣ Q	♣ 8	♣ J	
3	♥ 7	♥ 6	<u>♥ 10</u>	♥ 5	B 4
4	K ♦	3 ♦	<u>A ♦</u>	J ♦	
5	8 ♦	2 ♦	<u>9 ♦</u>	6 ♦	
6	<u>A ♠</u>	7 ♠	K ♠	10 ♠	
7	♥ 9	♥ 8	<u>♥ K</u>	9 ♠	B 3
8	J ♠	<u>♥ Q</u>	♥ J	8 ♠	Y 2
	Hearts	all	out.		
	A 0	Y 2	B 7	Z 4	

A wins the pool.

No. 5.

♥ Q 8 6 2
 ♣ Q 3
 ♦ 3 2
 ♠ 7 5 4 3 2

♥ 9 7 4
 ♣ A K 10
 ♦ K Q 8 7
 ♠ A J 6



♥ K J 10 3
 ♣ 8 7 6 5 2
 ♦ A 9
 ♠ K Q

♥ A 5
 ♣ J 9 4
 ♦ J 10 6 5 4
 ♠ 10 9 8

A, with his high and dangerous hand, determines to play Hearts every time he can get the lead, which is his only hope for the pool. Even if he cannot win it, he can at least reduce his losses very considerably, and perhaps make it a Jack by rapidly loading the other players.

5th Trick. Both A and Z are afraid to win this on account of the low Diamond played by Y to the fourth trick. Had Z won this trick and led a third round of Diamonds he would have loaded A; but Y would have won the pool by getting the discard of H Q.

No. 6.

SWEEPSTAKE HEARTS.

NO. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	<u>♣ A</u>	♣ K	♣ 10	♣ Q	
2	♣ 5	♣ 2	♣ 9	<u>♣ J</u>	
3	10♦	J♦	9♦	<u>A♦</u>	
4	Q♦	8♦	<u>K♦</u>	4♦	
5	2♠	J♠	<u>A♠</u>	9♠	
6	Q♠	10♠	<u>K♠</u>	8♠	
7	♥ A	<u>7♦</u>	3♦	♥ Q	Y 2
8	<u>♥ 10</u>	♥ 4	♥ 3	♥ 5	A 4
9	♣ 4	♥ K	♣ 6	<u>♣ 7</u>	Z 1
10	♥ 9	<u>7♠</u>	♥ J	5♠	Y 2
11	♥ 7	♥ 2	♣ 8	<u>♥ 8</u>	Z 3
12	♥ 6	<u>6♠</u>	6♦	4♠	Y 1
13	♣ 3	<u>5♦</u>	2♦	3♠	
	A 4	Y 5	B 0	Z 4	

B wins the pool.

No. 6.

♥	K	4	2
♣	K	2	
♦	J	8	7 5
♠	J	10	7 6

♥	A	10	9	7	6	Y A B Z	♥	J	3		
♣	A	5	4	3	♣		10	9	8	6	
♦	Q	10			♦		K	9	6	3	2
♠	Q	2			♠		A	K			

♥	Q	8	5
♣	Q	J	7
♦	A	4	
♠	9	8	5 4 3

A has an even chance to escape, and it is better for him to be third or fourth player in Hearts than to lead them.

3d Trick. B sees from the fall of the Clubs that Y has no more, and that A is safe in them and will lead them again ; so he holds up D K to keep A out of the lead.

7th Trick. As A's hand can now be counted to contain either the 7 4 3 of Clubs and four dangerous Hearts, or the 4 3 of Clubs and five Hearts, B's game is clearly to lead Diamonds, in order to load Y and Z. His only dangerous card, the H J, will go on the next round of Spades, which must be led again in the next two or three tricks.

No. 7.

SWEEPSTAKE HEARTS.

NO. OF TRICK	A	Y	B	Z	HEARTS TAKEN
1	K ♠	<u>A ♠</u>	♥ K	10 ♠	Y 1
2	♣ K	♣ 8	♣ Q	<u>♣ A</u>	
3	♣ 4	♣ 3	<u>♣ J</u>	♣ 5	
4	8 ♦	<u>A ♦</u>	Q ♦	J ♦	
5	Q ♠	<u>K ♦</u>	10 ♦	4 ♦	
6	♥ A	2 ♦	<u>6 ♦</u>	3 ♦	B 1
7	J ♠	<u>7 ♦</u>	5 ♦	9 ♠	
8	♥ 6	♥ 4	<u>♥ 8</u>	♥ 3	B 4
9	<u>♥ J</u>	♥ 9	♥ 7	♥ 2	A 4
10	4 ♠	3 ♠	♣ 10	<u>8 ♠</u>	
11	♥ 10	2 ♠	♣ 9	<u>5 ♠</u>	Z 1
12	♣ 6	♥ Q	♣ 7	<u>6 ♠</u>	Z 1
13	♣ 2	♥ 5	9 ♦	<u>7 ♠</u>	Z 1
	A 4	Y 1	B 5	Z 3	

Making it a Jack.

No. 7.

♥	Q	9	5	4
♣	8	3		
♦	A	K	7	2
♠	A	3	2	

♥	A	J	10	6
♣	K	6	4	2
♦	8			
♠	K	Q	J	4



♥	K	8	7
♣	Q	J	10 9 7
♦	Q	10 9 6 5	
♠	none		

♥	3	2
♣	A	5
♦	J	4 3
♠	10 9 8 7 6 5	

A sees that it is hardly possible for him to escape without taking in some Hearts, and that it would be equally difficult for him to take them all. His plan is therefore to load all the others.

Y had reasonable hopes of getting clear with his hand, but after unexpectedly getting loaded on the first trick, he plays to make it a Jack.

3d Trick. It is evident that B has the high Clubs.

5th Trick. A does not give Y a Heart, because he already has one. He knows B will be loaded if Clubs are led again, and hopes to load him himself if Diamonds are continued. He has booked Z for a long suit of Hearts or Spades.

8th Trick. This shows that Z is safe in Hearts, and that he is in a bad way on Spades. A cannot escape, but it is almost a sure Jack, as Y would have led out any dangerous Spades if he held them, before the Heart.

No. 8.

SWEEPSTAKE HEARTS.

No. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	<u>A</u> ♦	K♦	Q♦	10♦	
2	<u>J</u> ♦	9♦	8♦	5♦	
3	2♦	3♦	♥ J	<u>4</u> ♦	Z 1
4	♥ <u>A</u>	♥ 10	♥ 9	♥ 6	A 4
5	♣ 2	♣ J	♣ Q	<u>♣ A</u>	
6	♥ K	♣ 6	<u>♣ 8</u>	♣ 5	B 1
7	K♠	<u>A</u> ♠	J♠	♣ K	
8	♥ <u>Q</u>	♥ 3	♥ 8	♥ 4	A 4
9	2♠	3♠	<u>7</u> ♠	♣ 9	
10	Q♠	<u>♣ 10</u>	♣ 7	♣ 4	
11	8♠	♥ <u>5</u>	6♠	♥ 2	Y 2
12	9♠	<u>7</u> ♦	5♠	♥ 7	Y 1
13	10♠	<u>6</u> ♦	4♠	♣ 3	
	A 8	Y 3	B 1	Z 1	

Making it a Jack.

No. 8.

♥	10 5 3
♣	J 10 6
♦	K 9 7 6 3
♠	A 3

♥	A K Q	Y A B Z	♥	J 9 8
♣	2		♣	Q 8 7
♦	A J 2		♦	Q 8
♠	K Q 10 9 8 2		♠	J 7 6 5 4

♥	7 6 4 2
♣	A K 9 5 4 3
♦	10 5 4
♠	none

A might attempt to take all thirteen Hearts with this hand; but while he has any chance to escape by discards on Clubs, he should take it. He is not safe enough in Spades to begin with the 10.

3d Trick. Z thought he could win this pool, but being loaded, he turns his attention to making it a Jack.

6th Trick. Both A and Z being intent on loading Y and B, it is almost impossible for the latter to escape. Z knows that A's 2 must have been a singleton, and that the lead of a small Club must load Y or B at once.

7th Trick. Z holds off, to load Y.

11th Trick. Y's only hope is that the 7 and 2 of Hearts are divided,

No. 9.

SWEEPSTAKE HEARTS.

No. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	♥ 5	♥ 3	<u>♥ 7</u>	♥ 4	B 4
2	7♠	K♠	<u>A♠</u>	9♠	
3	J♠	<u>Q♠</u>	10♠	8♠	
4	♥ 8	♥ 6	<u>♥ 10</u>	♥ 2	B 4
5	K♦	5♠	♥ 9	<u>♥ Q</u>	Z 2
6	9♦	J♦	<u>A♦</u>	Q♦	
7	<u>7♦</u>	5♦	6♦	3♦	
8	<u>♣ A</u>	♣ K	♣ 7	♣ Q	
9	♣ 5	<u>♣ J</u>	♣ 6	♣ 10	
10	<u>♣ 9</u>	♣ 3	♥ J	♥ A	A 2
11	2♠	10♦	<u>4♠</u>	3♠	
12	♣ 8	<u>8♦</u>	2♦	♥ K	Y 1
13	<u>♣ 4</u>	♣ 2	4♦	6♠	
	A 2	Y 1	B 8	Z 2	

Making it a Jack.

No. 9.

♥	6 3
♣	K J 3 2
♦	J 10 8 5
♠	K Q 5

♥ 8 5	Y A B Z	♥ J 10 9 7
♣ A 9 8 5 4		♣ 7 6
♦ K 9 7		♦ A 6 4 2
♠ J 7 2		♠ A 10 4

♥	A K Q 4 2
♣	Q 10
♦	Q 3
♠	9 8 6 3

Unless A can get a discard of Diamonds on a third round of Hearts, the chances are $5\frac{1}{3}$ to 1 against his winning the pool.

3d Trick. A must give up the attempt to control Spades.

5th Trick. Observe Y's careful discard of the S 5.

7th Trick. It is not B's game to lead H J and load Z further ; but rather to give Z every chance to unload on A and Y.

10th Trick. Observe B's discard. If he throws the S 4 he cannot win another trick ; but Y's discard at trick 5 shows him that unless he can get into the lead on Spades, and load Y on Diamonds, his chances to get back his money by making it a Jack are gone.

No. 10.

SWEEPSTAKE HEARTS.

No. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	♥ 5	♥ 8	♥ 6	♥ <u>A</u>	Z 4
2	♥ 4	♥ 7	♥ <u>K</u>	♥ 9	B 4
3	♣ 7	♣ 8	♣ <u>A</u>	♣ 9	
4	♣ <u>K</u>	♣ 6	♣ Q	♣ 3	
5	♥ 3	♥ 10	♥ <u>Q</u>	A ♠	B 3
6	10 ♠	5 ♠	Q ♠	<u>K ♠</u>	
7	9 ♠	3 ♠	4 ♠	<u>J ♠</u>	
8	<u>7 ♠</u>	2 ♠	♥ J	6 ♠	A 1
9	♣ 2	♣ 5	♣ <u>J</u>	10 ♦	
10	<u>A ♦</u>	Q ♦	K ♦	9 ♦	
11	5 ♦	<u>J ♦</u>	4 ♦	7 ♦	
12	3 ♦	<u>8 ♦</u>	2 ♦	6 ♦	
13	♥ 2	♣ 4	♣ <u>10</u>	8 ♠	B 1
	A 1	Y 0	B 8	Z 4	

Y wins the pool,

No. 10.

♥ 10 8 7
 ♣ 8 6 5 4
 ♦ Q J 8
 ♠ 5 3 2

♥ 5 4 3 2
 ♣ K 7 2
 ♦ A 5 3
 ♠ 10 9 7



♥ K Q J 6
 ♣ A Q J 10
 ♦ K 4 2
 ♠ Q 4

♥ A 9
 ♣ 9 3
 ♦ 10 9 7 6
 ♠ A K J 8 6

A's dangerous suit is Spades, and his best chance is to exhaust the Hearts at once.

2d Trick. As there is evidently going to be a fight on the Hearts, Z is safe in leading the 9 before any discards take place.

3d Trick. A holds up in Clubs, in order to lead Hearts again.

8th Trick. Z sees that another lead of Spades must load A, unless he has both the remaining Hearts in his hand.

10th Trick. B sees that Y, having neither Clubs nor Spades, must be loaded on Diamonds or nothing.

12th Trick. If Y leads C 4, B must win it, but A would not give him the thirteenth Heart. A and B must each have a Diamond, and on the Club, A would discard, and on the return, Y would be loaded. So Y first exhausts the Diamonds and then leads the Club, winning the pool by the coup.

No. 11.

HOWELL'S SETTLING.

No. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	10♦	J♦	9♦	<u>K♦</u>	
2	7♦	6♦	8♦	<u>Q♦</u>	
3	♣ 4	♣ 9	♣ J	<u>♣ A</u>	
4	♣ 2	♣ 8	♣ 5	<u>♣ K</u>	
5	J♠	8♠	K♠	<u>A♠</u>	
6	5♠	7♠	<u>Q♠</u>	10♠	
7	4♠	<u>6♠</u>	3♠	2♠	
8	♥ 5	♥ 3	<u>♥ 8</u>	♥ 4	B 4
9	<u>♥ A</u>	♥ J	♥ 7	5♦	A 3
10	♥ 9	♥ 2	<u>♥ K</u>	♣ Q	B 3
11	A♦	<u>♥ 10</u>	♥ 6	9♠	Y 2
12	4♦	♣ 3	♥ Q	<u>♣ 10</u>	Z 1
13	2♦	<u>♣ 7</u>	3♦	♣ 6	
	A 3	Y 2	B 7	Z 1	

Z wins 9; Y wins 5; A wins 1; B loses 15.

No. 11.

♥ J 10 3 2
 ♣ 9 8 7 3
 ♦ J 6
 ♠ 8 7 6

♥ A 9 5
 ♣ 4 2
 ♦ A 10 7 4 2
 ♠ J 5 4



♥ K Q 8 7 6
 ♣ J 5
 ♦ 9 8 3
 ♠ K Q 3

♥ 4
 ♣ A K Q 10 6
 ♦ K Q 5
 ♠ A 10 9 2

A begins with the intermediate cards of his safe suit.

8th Trick. Y is afraid to lead away from his Club tenace, because it might be at once led back to him.

9th Trick. Z seizes this opportunity to get rid of the very dangerous D 5. If A does not play the H A now, it is quite possible that he will take every trick, except one in Diamonds.

10th Trick. If A leads the D 2, and Hearts are led again, he must take all the remaining Hearts. By taking three at once he can escape the rest. B sees that if he passes this trick A will at once lead the D 2, and he will take all the remaining Hearts; so he takes these three and throws the lead to Y, who has no chance to injure him.

11th Trick. Z keeps two Clubs, hoping that if Y gets in and leads Clubs, B may discard a Diamond instead of a Heart, in which case Z would get clear.

No. 12.

AUCTION HEARTS.

A is the successful bidder, and names Hearts.

NO. OF TRICK	A	Y	B	Z	HEARTS TAKEN.
1	♥ 5	♥ 8	♥ 6	♥ <u>J</u>	Z 4
2	Q♦	4♦	8♦	<u>A♦</u>	
3	J♦	<u>K♦</u>	7♦	10♦	
4	<u>A♠</u>	7♠	6♠	10♠	
5	♥ 7	♥ <u>A</u>	♥ 4	♥ 10	Y 4
6	<u>K♠</u>	3♠	5♠	9♠	
7	♥ Q	♥ <u>K</u>	♥ 3	♣ 9	Y 3
8	♥ 9	♣ J	♣ 10	<u>♣ Q</u>	Z 1
9	<u>Q♠</u>	♣ 6	4♠	8♠	
10	<u>J♠</u>	♣ 5	♣ A	2♠	
11	6♦	♣ 4	5♦	<u>9♦</u>	
12	2♦	♣ 3	<u>♣ K</u>	♣ 8	
13	♥ 2	♣ 2	<u>3♦</u>	♣ 7	B 1
	A 0	Y 7	B 1	Z 5	

A wins the pool.

No. 12.

♥	A K 8
♣	J 6 5 4 3 2
♦	K 4
♠	7 3

♥	Q 9 7 5 2	Y A B Z	♥	6 4 3
♣	none		♣	A K 10
♦	Q J 6 2		♦	8 7 5 3
♠	A K Q J		♠	6 5 4

♥	J 10
♣	Q 8 9 7
♦	A 10 9
♠	10 9 8 2

A, with his dangerous suit of Spades, clears up the Hearts at once.

6th Trick. The second round of Spades betrays A's dangerous suit to the other players.

7th Trick. A must risk the King and 3 being divided, for if they are in one hand nothing will save him. Z keeps D 9 and C Q in order to be sure of getting a lead, as he is the only player who can load A by putting him in on Spades at the end. making him take in his own Hearts.

8th Trick. B cannot risk playing the high Clubs while there is any chance for him to win the pool. He can count A to be safe in Diamonds, with two Hearts and two Spades.

10th Trick. A clears his hand of the very dangerous Spade before leading his tenace in Diamonds.

12th Trick. A will not give up the Heart until he is sure that B has not the Club 7.

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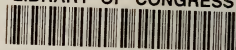
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